



CAMP CHRONICLES

ATARI COMPUTER CAMPS NEWSLETTER

FALL 1983

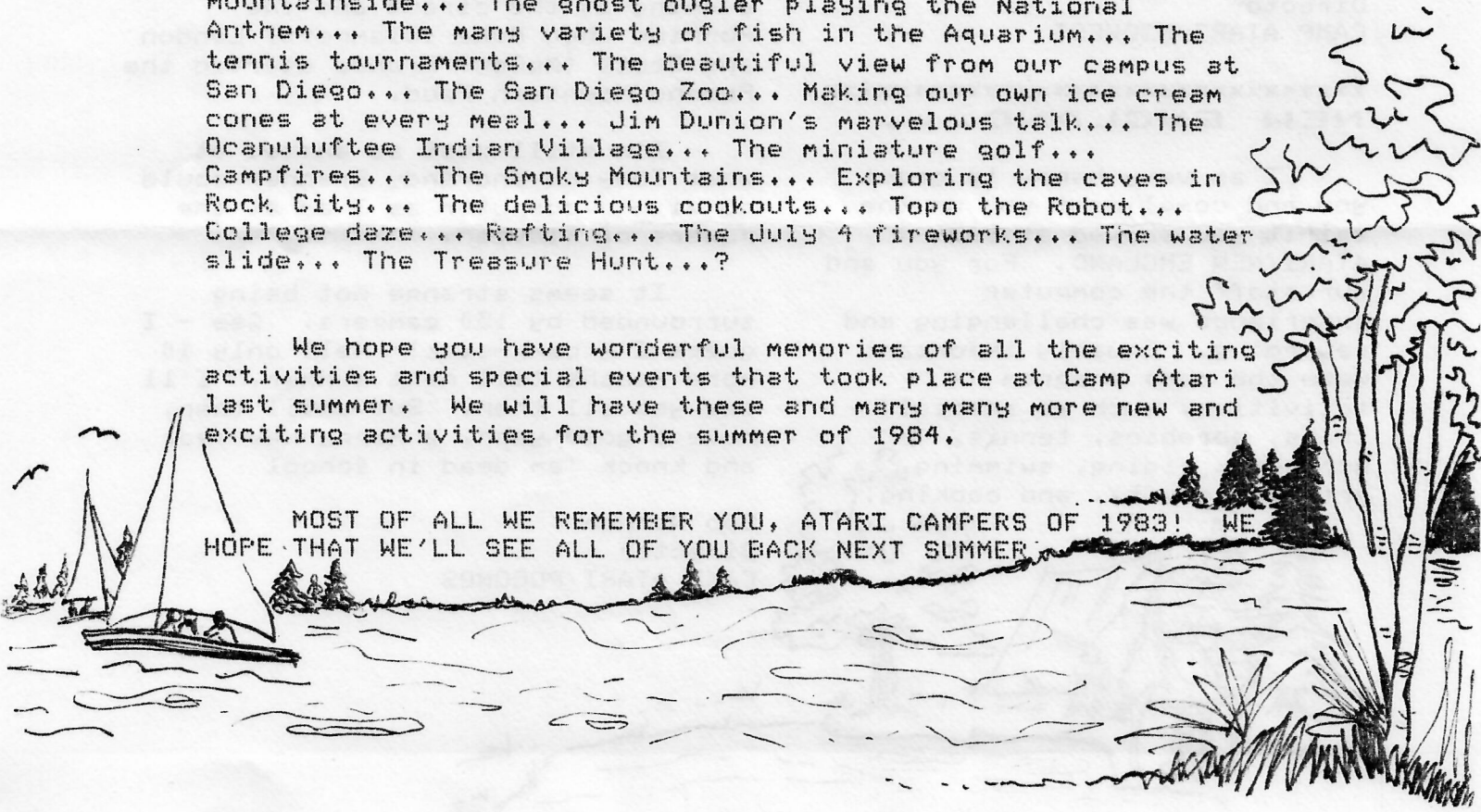
VOLUME 2 NUMBER 1

"DO YOU REMEMBER . . . ?

Do you remember tubing down the Delaware... The Pocono Mountain feud... The Pit and the Pendulum... Finding a counselor from Alaska in the Scavenger Hunt... The masquerade where we could not recognize our counselors... Remember swimming and sunbathing on the Oregon Ridge Park... Tubing down the Gunpowder River... The wonderful aroma of chocolate as we approached Hershey Park... Remember horseback riding at Oldfields... Learning survival techniques... Remember the water-skiing and sailboating... Remember the ghosts in the tunnel at Shattuck... The Rice County Fair... The Minnesota Zoo... What a great time we had tubing down Apple River... We actually saw the Minnesota Vikings practicing... Remember climbing the Diablo Mountains... Flagraising on the mountainside... The ghost bugler playing the National Anthem... The many variety of fish in the Aquarium... The tennis tournaments... The beautiful view from our campus at San Diego... The San Diego Zoo... Making our own ice cream cones at every meal... Jim Dunion's marvelous talk... The Ocanuluftee Indian Village... The miniature golf... Campfires... The Smoky Mountains... Exploring the caves in Rock City... The delicious cookouts... Topo the Robot... College daze... Rafting... The July 4 fireworks... The water slide... The Treasure Hunt...?

We hope you have wonderful memories of all the exciting activities and special events that took place at Camp Atari last summer. We will have these and many many more new and exciting activities for the summer of 1984.

MOST OF ALL WE REMEMBER YOU, ATARI CAMPERS OF 1983! WE HOPE THAT WE'LL SEE ALL OF YOU BACK NEXT SUMMER.





Letters from the Staff

OLD SHADS

Hello to all Atari campers who are now "Old Shads" (If you forgot, an "Old Shad" is a former student of the Shattuck School!!)

I sincerely hope that all of you had a great time at ATARI COMPUTER CAMPS/MIDWEST. The staff and I enjoyed working with you and helping you to enter and advance in the wonderful world of computers. Furthermore, we hope that you are using the computer knowledge that you gained at camp! Please let us know if you have completed the programs you started at camp or if you have written a new and interesting program. Best of luck in this school year and we hope to see you at CAMP ATARI/MIDWEST in 1984.

Bill Merriman
Director
CAMP ATARI/MIDWEST

NEW ENGLAND . . .

I am very happy to greet you and compliment you on the spirit you showed at CAMP ATARI/NEW ENGLAND. For you and our staff the computer experience was challenging and rewarding. Equally important were the camp program activities, such as special trips, aerobics, tennis, horseback riding, swimming, arts and crafts, and cooking.

Of course the best part of camp was the friendships that developed among campers and staff. It was our pleasure to watch you mature and have fun over the summer. We look forward to seeing you next summer.

Best Wishes,

Jerry Singer
Director
CAMP ATARI/NEW ENGLAND

Hi Everybody

Well, we are all home now, back at school and camp is just a memory. I hope it's as good a memory for you as it is for me.

I still think about the days of whitewater rafting and tubing, the evening at the circus and the morning when Mike (Clampert) London and Scott (McCoy) Franco started the Pocono Mountain Feud.

I'm still just as amazed at what Tony Ku and Andy Brenner could do with a computer as I am at the powers of Flavian.

It seems strange not being surrounded by 150 campers. Gee - I guess I'm camp-sick! Well only 10 more months till next summer. I'll see you all then. But until then, have a good year, a Happy New Year and knock 'em dead in school

Bob Werner
Director
CAMP ATARI/POCONOS



FOND MEMORIES

Well we are all back in our "real-life" roles as students, teachers, nurses and the like. Our time at Camp ATARI is a memory, hopefully a pleasant one, of the new friends we have made and all we have learned.

Camp was more than playing all your favorite video games without the usual quarters (though that was fun); it was learning about the world of computers. Learning about ourselves and how technology affects our life, computer languages (BASIC, PILOT, Logo, Forth, Assembly, Machine) and problem solving techniques made up a part of our "summer lives".

For the camper who never touched a computer before Camp ATARI to those ready to publish their software, if this experience has been only partly as meaningful for you as it has for me, then you have gained so much. I am inspired by the campers I have met and taught this summer and by those who have taught me.

Cyndi Heller
Computer Director
CAMP/ATARI POCONOS

XXXXXXXXXXXXXXXXXXXXXXXXXXXX

Diablo Dreams

Now that camp is over and we are back to our regular routines of school and work, we hope you remember all your old friends out at Old West in Danville. Do you still have any Atari \$1000 bills from

casino nights? Did you receive your Red Cross swim card and practice your tennis tips that you learned from Terry? Have you practiced your programming skill on your computers in school or at a friend's house? Remember that tattered flag at line-up? It's gone now and you'll see a new one next year. Do you dream about the "Ghost of Mt. Diablo"? Is Victor still wearing his hat and jacket? Have the Munoz boys spread the word of Camp ATARI all over Spain? Have you saved your autograph of the famous Atari personalities like Chris Crawford, Vince Wu, Joel Gluck or Chris Horseman? We all will remember the camper shows with computer music, but the memory of "what stab" is still the most vivid of all for us.

Good luck to all in school this year. Let us hear from you and we'll be talking to you all soon.

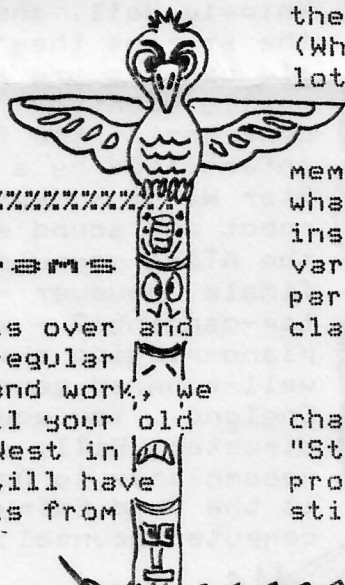
Don & Marlene Applebaum
Directors
CAMP ATARI/OLD WEST

Hey, There

What can I say? I was wrong. I never thought kids could learn so much in so little time and enjoy themselves so much while doing it. (What do I mean; kid, I learned a lot too.)

This past summer will be memorable for all of us because of what we accomplished and created inside the classroom and for the variety of activities we participated in together outside the classroom.

Etched in my mind is the charismatic appeal of our very own "Stella the Cleaning Woman" and her protege "Stelletta". My body is still bouncing on the white water of



~~~~~

the Delaware as the whole camp rafted, canoed, and tubed down its mouth. (Highlighted by a bucket of water dropped from a bridge on the Director's head -- Bulls Eye!)

The talent shows each time showcased a spectrum of versatility within our small camp community. The talent varied from Jack Lucentini's beautiful violin solo to Nicolas Fabry's rendition of Woody (sorry about that) Allen, to Jason Klauber's impromptu one liners, to the various lip syncs, to Rick and the Rickpremes and of course Peter Bailey's ever-present musical talents, instruments and performances.

Mostly, what I'll always remember will be the many smiles and looks of gratification upon the young faces of all the campers who succeeded (and they all did succeed) in their computer programming. The creativity of the campers baffled me at first, but by summer's end I began to expect high-level production.

Oh! Those ultimate frisbee games and what would a day be without Wa Wa's? Geez, eight weeks go by so fast. I can't believe we did so much. Do you remember Camp Feud? What color and stitch key chain did you make? Who is doing Showtime this Thursday? Can I have a ping pong ball? When is banking hours? Did you see those cheerleaders? What's for (USH!) lunch?

To be selfish a moment, one of the highlights of my summer was me, a noncomputer person learning, operating, understanding and creating

programs on the computer; not to mention playing my first video games ever (SHH! you didn't hear that).

All in all, the Poconos had an avalanche this summer. The Atari camp season started off good and got better and better and better. I can't wait till next year. Good-bye Stella, Iggs, Dante, Vi-ah, The Shiek and all the characters that made up one enjoyable story in the pages of our lives.

P.S. "Ask your counselor",

Steve Mandl  
Assistant Director  
CAMP ATARI/POCONOS



\*\*\*\*\*

## MIDWEST SUMMER

How was your summer? If you had spent the summer at the Midwest Atari Computer Camp, Shattuck School, Faribault, Minnesota, you would certainly have had an exciting time.

You could have joined our campers settling into their rooms in Whipple Hall, and wondering whether the stories they've heard from the old campers are true - is Whipple really haunted? No time to worry over that - the first night you'd be entertained by a staff version of Star Wars<sup>1</sup> - featuring TOPO the robot and sound effects generated by the ATARI computer. The grand finale, however - Luke Skywalker<sup>1</sup> tap-dancing!? - was courtesy of the piano-playing skill of Murray, our well-rounded general counselor from England. You would meet our camp director, Bill, who bears a strange resemblance to Darth Vader<sup>1</sup> - or is it the Good Fairy? General and computer counselors and teachers

<sup>1</sup> Trademarks of Lucasfilm Ltd. used by Atari Inc. under license.





# ATARI COMPUTER CAMPS

Page 5

would introduce themselves - Pat, J.J., Sally, 'Jerry Mo', and Kevin among them, and our nurse, Marianne, who does a good imitation of a Wookiee<sup>1</sup>. You might even be treated to an enthusiastic rendition of 'King of the Road' by our country singer Jim M.

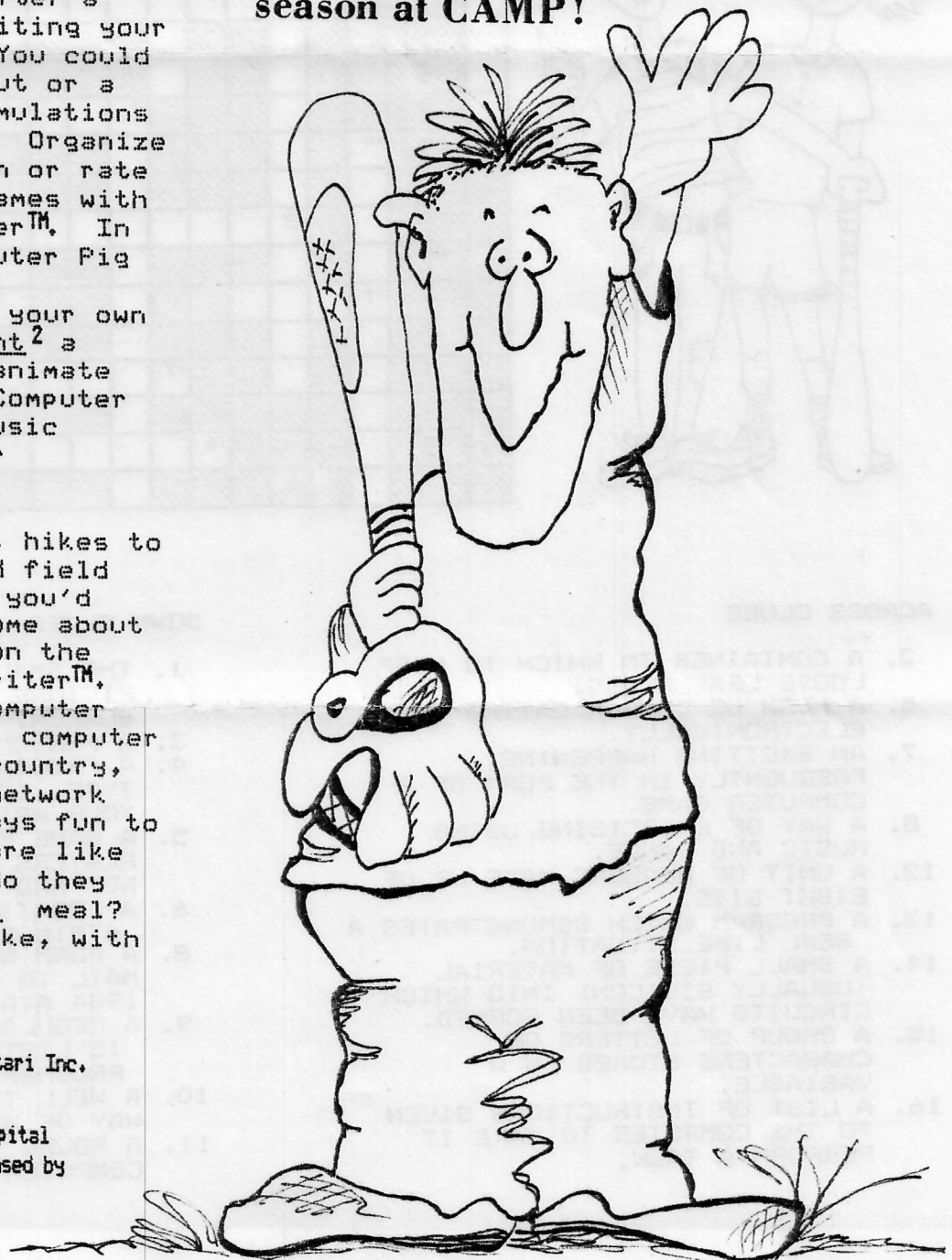
In the computer classrooms, you would find yourself creating beautifully detailed spirals and geometric stars after a week of PILOT - or writing your own adventure game. You could become a mackinaw trout or a fox in the biology simulations Odell Lake and Woods. Organize your record collection or rate your favorite video games with the Home Filing Manager<sup>TM</sup>. In BASIC, teach the computer Pig Latin or how to play Battleships. Produce your own video characters, Paint<sup>2</sup> a background, and then animate your characters in a Computer Show, complete with music composed on a computer keyboard.

With swimming, tennis, hikes to the Nature Center, and field trips to Minneapolis, you'd have a lot to write home about - and you could do it on the computer, with AtariWriter<sup>TM</sup>. Or you could become computer 'pen pals' with ATARI computer campers all over the country, using your Telelink<sup>TM</sup> network conference. It's always fun to find out what things are like at the other camps - do they have potatoes at every meal? How about a private lake, with water-skiing?

Spending the summer at the Midwest Computer Camp was an intensive, exhilarating experience. We all learned a lot - and had a great deal of fun!

Laurie Edwards  
Computer Director  
Camp Atari/Midwest

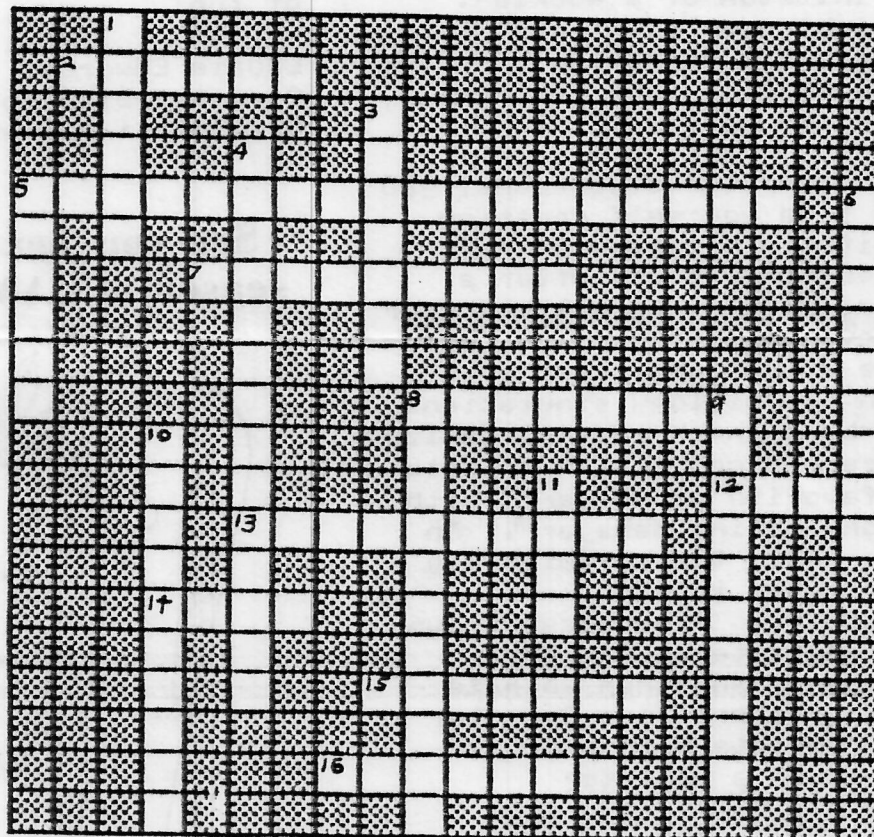
**See you next  
season at CAMP!**



<sup>1</sup> Trademarks of Lucasfilm Ltd. used by Atari Inc. under license.

<sup>2</sup> Super Boots <sup>TM</sup> Software developed by Capital Children's Museum, Washington D.C., Licensed by Reston Publishing Company, Inc.

# COMPUTER CAMPING FUN



## ACROSS CLUES

2. A CONTAINER IN WHICH TO KEEP LOOSE LEAF PAGES.
5. A FORM OF COMMUNICATING ELECTRONICALLY.
7. AN EXCITING HAPPENING, FREQUENTLY IN THE FORM OF A COMPUTER GAME.
8. A WAY OF EXERCISING USING MUSIC AND DANCE.
12. A UNIT OF MEASURE MADE UP OF EIGHT BITS.
13. A PROGRAM WHICH DEMONSTRATES A REAL LIFE SITUATION.
14. A SMALL PIECE OF MATERIAL (USUALLY SILICON) INTO WHICH CIRCUITS HAVE BEEN FORMED.
15. A GROUP OF LETTERS OR CHARACTERS STORED IN A VARIABLE.
16. A LIST OF INSTRUCTIONS GIVEN TO THE COMPUTER TO MAKE IT PERFORM A TASK.

## DOWN CLUES

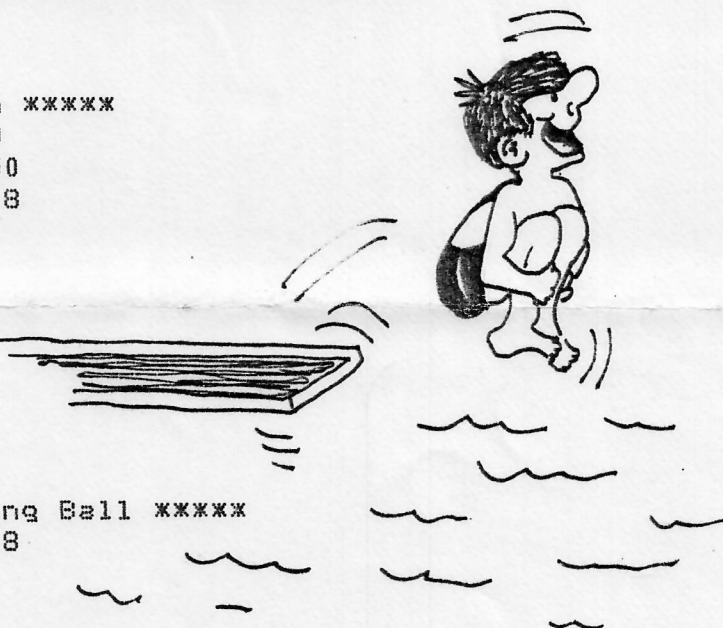
1. THE SMALL DOTS THAT MAKE THE PICTURE ON A TELEVISION SCREEN.
3. A PERSON WHO HAS BEEN TO CAMP.
4. A PROGRAM WHICH ALLOW YOU TO TYPE, CORRECT, AND REORGANIZE YOUR WRITING JOBS EASILY.
5. A GAME PLAYED BY 2 OR 4 PLAYERS USING A RACKET, BALL, NET AND A COURT.
6. A LOCATION IN WHICH NUMBERS OR STRINGS ARE STORED.
8. A FORM WHICH YOU FILL IN AND MAIL TO SAVE A PLACE AT THE 1984 ATARI COMPUTER CAMP.
9. A REGULARLY USED ROUTINE WHICH IS LISTED NEAR THE END OF A PROGRAM LISTING.
10. A WELL THOUGHT OUT, ORGANIZED WAY OF WRITING A PROGRAM.
11. A ROUND THIN OBJECT ON WHICH COMPUTER PROGRAMS ARE STORED.



Here are a few subroutines that you can use on your ATARI Home Computer to make unusual sound effects. These are all written in BASIC, so be sure your BASIC cartridge is in the left slot and add them to your own programs.

## 1. Siren

```
20000 REM ***** A Siren *****
20010 FOR COUNT=1 TO 20
20020 FOR PITCH=20 TO 50
20030 SOUND 0,PITCH,10,8
20040 NEXT PITCH
20050 NEXT COUNT
20060 SOUND 0,0,0,0
20070 RETURN
```



## 2. Bouncing Ball

```
20600 REM ***** Bouncing Ball *****
20610 FOR BOUNCES=1 TO 8
20620 FOR C=1 TO 8
20630 SOUND 0,124,14,4
20640 NEXT C
20650 SOUND 0,0,0,0
20660 FOR WAIT=1 TO 400:NEXT WAIT
20670 NEXT BOUNCES
20680 RETURN
```



```
*****
# ..... #
# . N D . #
# . PROGRAM E . #
# . I R . #
# . I STRINGS U G . #
# . T A N T . #
# . U C K S U S . #
# . S R SIMULATION R . #
# . S. R P D T E . #
# . L U P S . #
# . B. AEROBICS . #
# . A. S R . #
# . I. P U . #
# . R. ADVENTURE . #
# . A. R M . #
# . V. TELECOMMUNICATIONS . #
# . E W L . #
# . . A X . #
# . BINDER . #
# . P . #
# ..... #
*****
```

ANSWERS: COMPUTER CAMPING FUN